

Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Call of the Herd 2G Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Call of the Herd 2G Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Call of the Herd 2G Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Butcher 2 B B Creature -- Nightmare Horror When this creature enters, exile another target creature. When this creature leaves the battlefield, return the exiled card to the battlefield under its owner's control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Butcher 2 B B Creature -- Nightmare Horror When this creature enters, exile another target creature. When this creature leaves the battlefield, return the exiled card to the battlefield under its owner's control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grizzly Fate Sorcery Create two 2/2 green Bear creature tokens. Threshold -- Create four 2/2 green Bear creature tokens instead if there are seven or more cards in your graveyard. Flashback {5}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

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{T}: Add {B} or {G}. This land deals
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Creature -- Beast

Sacrifice a Beast: You gain 4 life.

4/4

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① ②

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target creature with mana value 3 or less. It can't be regenerated.

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① ②

Destroy target creature with mana value 3 or less. It can't be regenerated.

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3 B G

Whenever this creature deals damage to a creature, put a +1/+1 counter on this creature.

{B}: Regenerate this creature.

{G}: This creature becomes the color of your choice until end of turn.

6/6

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3 B G

Whenever this creature deals damage to a creature, put a +1/+1 counter on this creature.

{B}: Regenerate this creature.

{G}: This creature becomes the color of your choice until end of turn.

6/6

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Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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botbox.dev

Basic Land - - Swamp

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botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library16 Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wall of Blossoms Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Roots 1 6 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Elder 1 6 6 Creature -- Human Druid When this creature dies, you may search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle. {2}, Sacrifice this creature: Draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Elder 1 6 6 Creature -- Human Druid When this creature dies, you may search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle. {2}, Sacrifice this creature: Draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Compost 1 6 Enchantment Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Compost 1 6 Enchantment Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Plague 2 B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Plague 2 B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Plague 2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 1G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 1G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 1G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terror 1B Instant Destroy target nonartifact, nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terror 1B Instant Destroy target nonartifact, nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tormod's Crypt0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tormod's Crypt0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Withered WretchBB

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

[sideboard]

2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - StevenSzymanski - Premodern v3 Group 10A8F1 (Yavimaya Elder, Ravenous Bal

sheet 10/10 - 3 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.